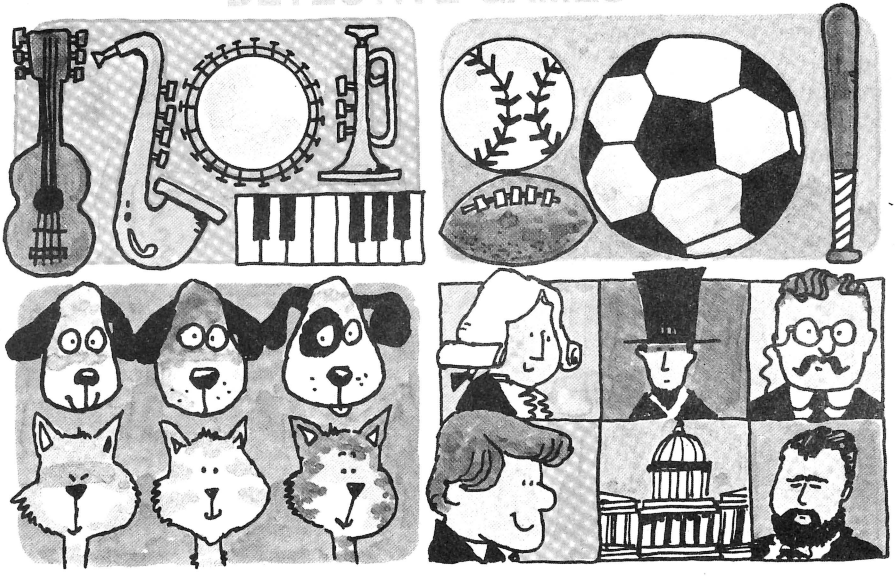
Troll MICRO

COURSEWARE

USER'S GUIDE

categorizing

DETECTIVE GAMES



Troll Micro-Software

CATEGORIZING: Detectives Games
Micro User's Guide

System Requirements

1. Apple IIGS, IIc, IIe, II+, or II (with Applesoft and at least 48K of RAM).
2. One disk drive.
3. A TV set or video monitor (color is recommended).

How to Use This Program

CATEGORIZING: Detective Games is a menu-driven program designed to help students learn how to categorize facts and use those facts to draw conclusions.

Getting Started

Insert the program disk into the disk drive with the label facing up and the oval cutout facing away from you. Close the door on the disk drive and turn on the monitor and computer. The red light on the disk drive will light up as the program loads.

NOTE: Some Apple computers require that PR#6 be typed before the program begins loading.

When the program has loaded, the Troll logo will appear, followed by the title. The student is then asked to enter his or her name, and whether sound is desired. Then the Lesson Menu appears.

1) Introduction
2) Word Sort
3) Detective Game

To choose a lesson, simply press the number of your choice. The lesson will load and run automatically.

Special Keys

	H	**Help**
CONTROL	X	**Return to Lesson Menu**
CONTROL	O	**Turn Sound On or Off**

Teacher Entry

This program includes a special option that permits teachers to enter additional word lists for use with Lesson 2. For complete instructions about its use, see the Teacher Entry section of this guide.

The Lessons

Introduction

Objective: This tutorial introduces categorizing and explains how categorizing can help to organize facts.

Concepts: A category is a logical grouping. Categorizing information allows comparisons to be made easily.

Word Sort

Objective: This lesson provides practice placing words into appropriate categories.

Procedure: There are 5 word lists on this disk, and teachers may create additional word lists. (See Teacher Entry for details.) When asked for a data disk, either press **Return** to use the data that is on this disk, or insert a separate data disk and press **Return.** Next, choose a word list by using the arrow keys to highlight the name of the word list desired, then press **Return**.

As the lesson begins, 3 categories are displayed at the top of the screen. Below this is a list of 8 words that belong in those 3 categories. The first word is highlighted. The student presses **1, 2,** or **3** to put the highlighted word in the correct category. The program continues with the next word on the list until all 8 words have been categorized.

Detective Game

Objective: This lesson requires the use of categorizing skills and deductive reasoning to arrive at logical conclusions and solve various detective cases.

After choosing a topic, try to solve each case by: 1) Reading clues that provide facts about an unidentified suspect; 2) Choosing categories into which the known facts will fit; 3) Examining file folders containing facts about 8 suspects; 4) Categorizing the facts found in each suspect's folder; 5) Analyzing the categorized facts and using deductive reasoning to identify the correct suspect based on all the facts.

Procedure: *Choosing a Topic.* There are 3 topics on this disk—Presidents, Landmarks, Scientists—and each topic contains 8 separate cases. Press **Return** to view the topics. Then use the arrow keys to highlight the name of the topic you want, and press **Return** to choose it.

Detective Game (continued)

Reading Clues and Choosing Categories. One of the 8 cases in the topic chosen is randomly selected by the computer. The case begins with an empty index card and a paragraph describing an unidentified "suspect." Read the paragraph and choose categories into which the facts for this case should be placed. To do this, use the arrow keys to highlight each desired category, then press **Return.** Example: if the paragraph contains facts that reveal how tall a suspect is and what his or her line of work is, you might choose either "height" or "occupation" as the first category. After at least one category has been chosen, you have three options: press **1** to choose another category, press **2** to delete a category, or press **3** to proceed to the file folders.

Examining the File Folders. The files for each case consist of 8 folders, each describing one suspect. An index card shows the categories you have chosen for this case as well as any facts already categorized. Use the arrow keys to select one of the 8 folders, and open it by pressing **1.** Then use the arrow keys to highlight one of the categories shown, and choose it by pressing **1.** Now read the information in the folder and locate the facts that belong in that category.

Categorizing the Facts. To place facts into a category, use the arrow keys to highlight a word, and **Return** to choose it. One, two, or three words from the paragraph can be placed into the category you have chosen. When you have finished choosing words for a category, press the **ESC** key.

An additional category can now be selected by using the arrow keys and the number **1** key. Facts are placed into that category using the same procedure described above. This process may be repeated as often as necessary. When the facts have been categorized, press **2** to close the file folder.

To open additional file folders and categorize facts on other suspects, repeat the above steps. Or, to see the Chief and try to solve the case using the facts categorized so far, press **2.**

Each case can be solved by categorizing every fact in every file folder. However, each case can also be solved at some point prior to categorizing all the facts. This requires careful analysis of the facts that have been categorized, as well as deductive reasoning.

Detective Game (continued)

Solving the Case. As this section begins, the chief appears along with a single category displaying the facts you have entered for suspects 1 through 8. If any fact has been incorrectly categorized, you must go back to the file folders and correct it before going any further.

Try to solve the case by eliminating all but one suspect. Use the arrow keys to highlight a fact and press **?** to ask the Chief about the highlighted fact. The chief will respond by saying either that the fact eliminates one of the suspects, or that more information is needed to eliminate the suspect. You may return to the file folders as often as necessary to gather additional facts.

The case is solved by accusing the correct suspect. The option to accuse a suspect is not available until you have categorized enough facts to eliminate all but one suspect. Press **!** to accuse a suspect. But be careful. Only one accusation can be made. If you accuse the wrong suspect, you're off the case!

Teacher Entry

Teacher Entry allows teachers to create original word lists for use with Lesson 2, **Word Sort.**

Each word list can include three, four, or five categories with up to ten words in each category. The word lists will be saved on a data disk you supply. A data disk can hold as many as 49 files, and you may make as many data disks and data disk back-ups as you wish.

CAUTION: Teacher Entry reads and writes to the disks. When the disk drive in-use light is on:

NEVER press reset
NEVER turn off or re-boot the computer
NEVER remove the disk.

Wait until the in-use light goes off before doing any of the above. If you don't, you may lose all data contained on the disk.

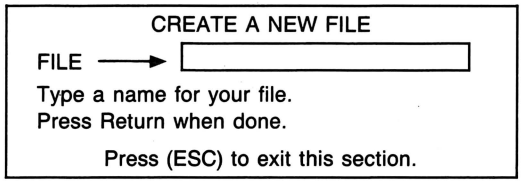
To access Teacher Entry, type **Control-T** (hold the **Control** key down and type **T**) any time the Lesson Menu is visible. The following Teacher Options screen will appear:

```
CHOOSE AN OPTION:
1) CREATE A NEW FILE
2) WORK WITH AN EXISTING FILE
Press (ESC) to exit this section.
```

The key labeled **ESC** is located in the upper left corner of the Apple keyboard. It is known as the escape key. In Teacher Entry, the key is used as an escape. If you press the wrong key, or make a wrong choice, press **ESC**. The program will back up to the previous menu.

1) Create a new file

To create a new file, choose option 1. The following screen will appear:



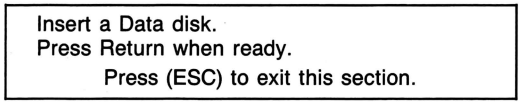
Enter a name for the file. It is a good idea to use descriptive names for files. The name you enter is the same name students will see when they choose a word list. A good name should describe the subject (SAFETY, SPORTS, etc.), the difficulty level (EASY1, EASY2, HARD1, etc.) or both (SPORTS.EASY). Each name must be 15 letters or less, and cannot contain spaces or commas. The computer will allow letters, numbers, and the period in a filename.

Have a data disk available. You will need it later when you save your new word list. (See Main Menu option 3 later in this guide.)

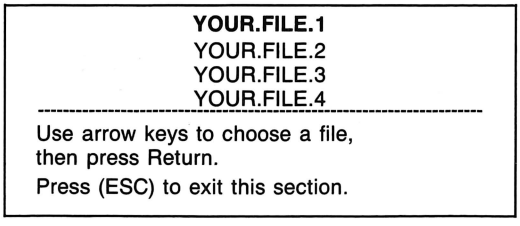
After you have entered a name for your new file, press **Return.** The Teacher Entry—Main Menu screen will appear. (See **Teacher Entry—Main Menu** below.)

2) Work with an existing file

This option is used if you have already created and saved one or more files and wish to work with one of them. The following screen will appear:



Insert your data disk. If you have two disk drives, put your data disk into drive 2. If not, use drive 1. Close the door on your disk drive and press **Return.** The message (PLEASE WAIT) will appear while the computer searches for your data disk. The next screen will be similar to this:



Use the arrow keys to scroll through the names of your files. Press **Return** when the desired file is highlighted. This file will load automatically. Then the Teacher Entry—Main Menu screen will appear.

NOTE: This option—Work With An Existing File—can be used to see what files are on your data disk. When you have seen the names of the files, simply press **ESC** to exit.

Teacher Entry—Main Menu

After a new or existing file has been chosen, the **Teacher Entry—Main Menu** will appear. The screen should look like this:

```
TEACHER ENTRY—MAIN MENU
FILE: YOUR FILE
Choose an option—Press a number:
1) ADD/DELETE ENTRIES
2) PRINT ENTRIES
3) SAVE ENTRIES TO DISK
4) WORK WITH A DIFFERENT FILE
5) END TEACHER ENTRY
```

The Main Menu presents the options available for creating your own data base for Lesson 2: Word Sort.

Main Menu Option (1): Add/Delete Entries

```
SPORTS
MONEY
CITIES
FOOD
COLORS
----------
EDIT CATEGORIES MENU
A) ADD A CATEGORY
D) DELETE A CATEGORY
E) EDIT WORDS IN A CATEGORY
Press (ESC) to exit this section.
```

The names of all categories in the file are displayed above the Edit Categories Menu. The menu will list only those options that are currently available.

Entering Word Lists:

—A word list must contain 3 to 5 categories.

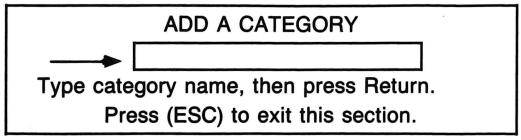
—Each category must contain 1 to 10 items.

—The words must fit in the space provided.

—Names may be typed in upper and lower case. (Be sure to release the **CAPS LOCK** key.)

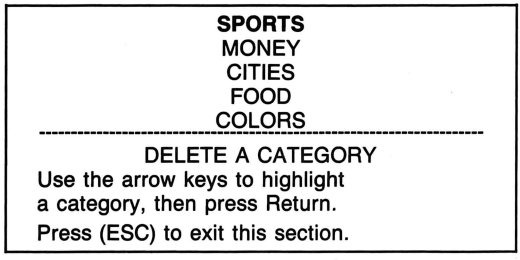
NOTE: Lower case cannot be typed on an Apple II or II+. However, lower case will be displayed on these machines if your word list entries are entered on a newer Apple (IIe, IIc, or IIGS.)

A) Add a Category

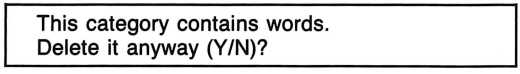


Type a name for the category you wish to add and press **Return.** Duplicate category names are not accepted. Upper and lower case names are considered the same. When you press **Return**, the computer will add the category to the list and re-display the Edit Menu.

D) Delete a Category

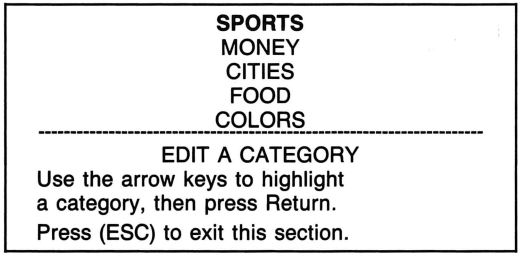


When option D is chosen, the first name in the list appears highlighted. Use the arrow keys to move the highlight, then press **Return** to delete the highlighted category. Before deleting a category containing a list of words, the program asks you to confirm that you want to delete the category.



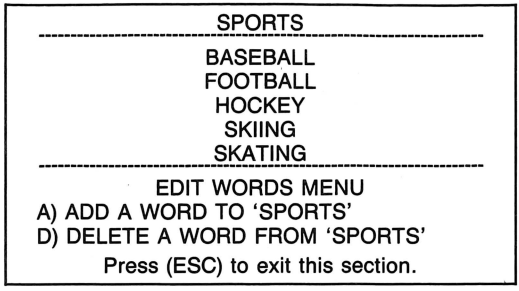
Press **N** if you do not wish to delete the category. Press **Y** to delete the category and the words contained in that category. Once a category is deleted, it cannot be retrieved. **Note:** You must press **ESC** to exit this section and use option 3 to save the revised word list, otherwise the deletions you made will be ignored.

E) Edit Words in a Category



When option E is chosen, the first name in the list appears highlighted. Use the arrow keys to move the highlight. Press **Return** to edit (add or delete words) the highlighted category.

The following screen will be displayed:



To add a word to the category, press **A**. You will be prompted to type a word and press **Return**. The program will add the word to the category and re-display the Edit Menu.

To delete a word from the category shown, press **D**. Then use the arrow keys to move the highlight, and press **Return** to delete the highlighted word. The program will delete the word from the list, and re-display the Edit Menu.

When you are finished editing the words in a category, press **ESC** to return to the Teacher Entry—Main Menu.

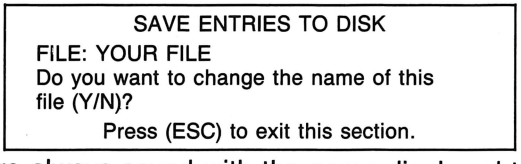
Main Menu Option (2): Print Entries

When option 2 is chosen, the computer prints the entries contained in the file. The file name is printed at the top of the page for easy reference. The computer asks, "Which slot is your printer in?" Type the number of the slot containing your printer interface card. (Usually slot 1.) The computer reminds you to make sure your printer is turned on. Press **Return** to begin printing.

CAUTION: Sending the print-out to the wrong slot may cause the program to hang or crash. If this happens, you will have to re-boot the computer and start again. Therefore, if you are uncertain of the correct printer slot, be sure to SAVE YOUR ENTRIES BEFORE PRINTING THEM.

Main Menu Option (3): Save Entries to Disk

Option 3 saves any changes you have made to the word list. Entries added to the file will be saved to disk. Entries removed from the file will be permanently lost. The screen will appear like this:



Your entries are always saved with the name displayed to the right of "FILE:" on the screen. You can change this name before the file is saved. Press **Y** to change the name of the file. If you do not want to change the name of the file, press **N.**

Note: To keep the original file as well as the changed file, change the name before saving the file. When the save is compete, you will have two different files saved on disk—the original file with the original name, and the changed file with the new name.

Next, you are instructed to insert a data disk. Put your disk in a drive and press **Return.**

Your data disk can be:

1) A disk you have previously used for Categorizing data
2) A blank disk
3) A disk you don't mind erasing.

If you have two disk drives, put the data disk in drive 2. You will not have to swap disks while the program is running. If you have one drive, remove the program disk and put the data disk in the drive. You will be told when to replace the program disk.

```
Insert a Data disk.
Press Return when ready.
Press (ESC) to exit this section.
```

Disks other than Categorizing data disks will have to be formatted for Categorizing data. Any programs or other data on a disk will be erased during formatting. Before a disk is formatted, the following warning will appear:

```
Warning....This disk is NOT blank.
Is it OK to ERASE it? Press Y or N.
```

If it is OK to erase the disk, press **Y**. Otherwise, press **N**. If you press **N**, you will asked to insert a different data disk, or to press **ESC**. Pressing **ESC** will return you to the Teacher Entry—Main Menu without saving your entries.

If the computer does not find the correct disk, it will tell you which disk to insert. Read and follow the instructions printed on the screen.

You cannot save two files with the same name. If you attempt to do so, the computer will give you two choices. You can either replace the original file on disk with the new file, or you can give the new file you are saving a different name.

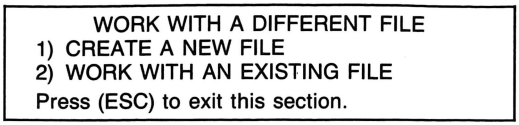
You will see this message after the entries have been saved.

```
Your entries have been saved to disk.
Press Space Bar to return to the Main Menu.
```

Press **Space Bar** and the Teacher Entry—Main Menu will appear.

Main Menu Option (4): Work With A Different File

When option 4 is chosen from the Teacher Entry—Main Menu, the following screen will appear:



Details on each of these options are provided earlier in this guide. (See pages 5 & 6.)

Menu Option (5): End Teacher Entry

When you are ready to end the Teacher Entry section choose option 5. If you have made any changes, you will be reminded to save them before ending. When you end Teacher Entry, you will be returned to the Categorizing Lesson menu.

Care of Disks

The micro-software program is recorded on the magnetic coating of the program disk, which is permanently sealed inside a protective cover. Do not touch the surface of the disk that is visible through the oval cutout in the protective cover. When the disk is not in use, it should be returned to its own envelope and stored in a safe place away from dust, magnetic fields, and temperature and humidity extremes. Do not bend, staple, or write on the disk or its protective cover with ball point pen or pencil.

Warranty

Troll Associates provides a lifetime guarantee on Troll micro-software disks. If any program disk is accidentally damaged or ever fails to load or run, simply return it to us for a free replacement.

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